LittleBIGPlanet

Central Design Doc Version 7.00
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Media Molecule Ltd

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Section 1
Intro/Game Overview
(A quick description of the game)

Introduction

About This Document

The aim of this Doc is to serve as a central HUB of all the design work that is happening on LittleBigPlanet. More detailed/Technical designs/Screen flows are documented in various ways, and can be located by using the Appendices the end of this Doc.

This Document is presented in three main sections;

Section 1 – Introduction/Game Overview

The first small section of the doc is meant to be a quick read that explains what the game is from a very top level, it doesn't go into specifics, but it should be enough to explain what the game is – a kind of slightly fat elevator pitch if you like.

Section 2- The Game World

This is an expanded version of the Game overview section, and a look at all the particular features we intend to implement. It doesn't go into detailed technical design, but tries to highlight everything that is important - the main purpose of this is that anyone should be able to read it, and understand the big picture of what we want to achieve with the game – hopefully it can keep us all on the same page!

Section 3 - Appendices/Links

This is a list of links that point to separate Docs/Folders that have been made, that expand on the features mentioned in section 2, these are more detailed, and sometimes quite technical!

Design History

This section points out changes between one version (of the whole design doc) and the next, and point out any additions to previous versions. Ultimately, the main aim of this document is to inform new members of the team what we are making ,and as reference when designing more macro parts of the game, to make sure we keep the big picture in mind.

Version 7.00
Edited the Doc to bring it up to date with recent decisions that have been made;
* 'What is the game' (page 7) Slightly re-edited the description to be even more cool.
* 'Levels' (page 13) added small part about progression/unlocking
* 'Entering a levels' (page 14) added small part about transition into level.
* 'Leaving a level' (page 15) made links clearer, and added point about winning a key from a scoreboard.
* 'Plugging in another Pad' (page16) added small section about this feature.
* 'Resource/Collectibles' (page 20-22) pretty much re-did from scratch as it was completely out of date!
* 'Making Spaces Dynamic'(page 23) large re-edit to bring in line with how joints now work.
* 'Adding Life to a Space'(page 24) fleshed out Socket description a little…
* 'Adding Game Play to a Space' (page 25) re-edited section on Resource Molecules.
* 'Game play objects (page 26) re-edited section on scoring, and high score tables.
* 'Camera' (page 27) deleted whole lot!, but have left this as a section to remind us that we still need to resolve this.
* 'Player Character' (page 28) edited section on Death and failure.
* 'Making Stuff ; POP-IT' (page 30) – Completely re-did this section, so it is more concise and up to date.
* 'Tutorials' (page 32) updated.
* Changed the colours of this Doc!

Back Story

The situation on Planet Earth has become critical. For many years, a restless undercurrent of energy has been slowly growing, simmering under the bonnet of Reality T.V, sequels, sequels of sequels, cover versions, 'Artist Factories' and production lines.

Unbeknown to human kind, this energy has been leaking into the Cosmos, from peoples dreams as they sleep, through that convenient hole in the Ozone, and slowly gathering , molding itself into a rather strange phenomenon.

At first, it was nothing more than a tiny ball of fluff, much like what you might expect to find in your belly button, but over time, it has turned into a behemoth of all things Craft like, a huge pulsating ball of dreams,   aspirations, and Fuzzy Felt.

Before long, life began to form, and strange little 'Sack' like people began to emerge, one for every human on Earth it seems.......and on this 'Planet' these little creatures discovered they could make portals that linked back to earth, and visit the place they consider to be the land of Gods, for this was where it all began.

And by harnessing the imagination of the person whose mind they came from, they would begin to leave little strange constructions for Humans to see, built with such love and devotion in all kinds of strange places, some people have seen them appear on a garden wall, others claim to have seen them in the desert – no where is out of bounds it seems!

This strange race of tiny little beings, live in the hope that one day, with their offerings, they can be re-united with their Gods, and that Humans can at last be at one with their inner little 'Sack' person!

Keep an eye out, yours might be watching you right now.......

Game Overview

What is the game?

LittleBigPlanet is an experience focused on 'Communal Creative Gaming' – in lay mans terms this equates to a 'Physics driven Platform Game, with built in Creative Tools, wrapped up in a simple interface that makes sharing your creations, and finding other peoples creations really easy!' The items you collect and win by playing the levels that we supply with the game can be used to create things, from a simple small object, to a whole level/s of your own - these can then be very easily shared with the rest of the world, for them to comment and even collaborate on. You can play LBP as a single player, on-line or with friends on the sofa.

The emphasis is on co-op play, creativity, and sharing, but we will cater well for single player too.

Why create this game?

Looking at current trends on the Internet, and the world in general, we feel that 'customization' and 'showing off' is something people are really getting into.

Being able to make your own locations for a game is not a new thing (many games come with a level editor) – but they tend to be either quite technical or very limited in scope – our aim is to make editing a location/making an object a fun experience in itself, and due to the heavy reliance on physics in the game, the variations people can come up with should be vast – from a simple display of family photos, to a complicated game challenge, from a Christmas cake, to a Huge articulated Robot!

Target Audience

Little Big Planet is intended to appeal to a wide target audience. Different segments of this audience have very different needs. Here are illustrative examples of some players types:

Hardcore

Highly competitive and motivated to improve their scores and percentages. There will be plenty of on line high score tables to conquer, and can divert some of that energy into creative energy by ranking user made levels, thus giving 'scores' to improve upon!

Creative

There will be a very small percentage of our user base who are amazingly talented designers. These people will hopefully be making levels better than ours. Despite this audience being very small, they are almost the most important users, as they generate a lot of the high quality content that keeps all the other audiences interested. These players desire very powerful editing tools and ways to get recognition for their hard work.

Non Gamers

People new to gaming have some specific needs. The interface needs to be clear. The game needs to be generally non-threatening. The long-term value of the game (i.e. making cool stuff to show other people) needs to be clear. It is important to remember that the game has lot's of fun to offer without having to learn how to create things also!

Where does the game take place?

The game revolves around a large planet, that you view from outer space, in your 'Pod' or 'Home'. This is the main hub of the game – and can be thought of as a sort of browser - from your Pod, you can see levels on the planet waiting to be played, and orbiting the planet you can see other Pods that represent the players currently on-line. From within your pod, using your Pod Computer, you can apply various filters, that help you to choose a level, find your friends, join them, and go into a level and play together.

What do I control?

You control a single character, we've nick named him Sack Boy/Sack Girl, but you can call him(her!) whatever you like! When you start the game, this character is blank, just screaming out for some customization. The key actions are Run, Jump and Grab - you can interact with the world in a very physical way – and most excitingly – you can act and emote with your character in a highly versatile manner.

Another very important part of the character control, is **POP-IT** (see section '**Making Stuff/POP-IT**' for more info), which is effectively a quick menu you can access at any time, and will let you choose various tools/character enhancements, with **POP-IT** you can build wonderful things – this is effectively the in game editor.

What is the main focus of the player?

This is what we imagine players will spend their time doing in the LBP universe;

• Playing levels in co-operative teams (or alone if desired), to collect exciting building materials and/or gifts.
• Getting a respectable position in the high score tables attached to most levels.
• Learning how to use the creative tools, via creative challenges placed in levels.
• Using the creative tools to make gifts and/or entire levels to share with other people.
• Generally getting involved in the LBP community, from just browsing, to being a voice!

Game design goals

1. Easy, fun, and full of depth.
It is important that the game is simple to play and understand – this is why we have chosen to have a '2d' style of physics engine/camera – with '3d' platform games, it is easy to get disorientated, and manipulating objects under physics control can get really messy. It all takes place in a rendered 3d world – so it will look gorgeous, but the player doesn't have to worry about controlling a camera, or working out which way is up.

A lot of depth comes from the fact we are using heavy physics simulation – without even trying – most physics puzzles and scenarios have large amounts of emergent game play – so people will continually find creative ways to mess around and we should bear this in mind when creating levels.

2. Communal Creativity.
Traditionally, creating a complex level for a game has been a rather technical (and lonesome) experience, and thus tends to only be used by a hardcore few, our aim is make using the creative tools FUN, EASY and MULTI PLAYER!

It is important we try to cater for a wide range of people here – from those that can't draw a stick man, to a professional artist! An example of this is the costumes – at one end of the spectrum, you can win/buy costumes, that you mix and match, and the other end, you can get in close, and design your own patterns on blank items of clothing.

Although some people won't be inclined to create a space for others to visit, everyone will want to customize their character, and make small gifts for friends, so we especially have to make the basic tools very easy to understand and use.

It is important that the levels we make as developers act as examples of what is possible with the creative tools – it should be possible to make any level we have using the in game tools.

3. Community
The aim is to create a place that people will want to come and re-visit – a place that feels like it changes all the time – the constant addition of players locations to visit, seasonal levels (such as the level that only appears on Halloween – how else are you going to win that pumpkin mask?) - to check up on how your level is going down with the LBP community.
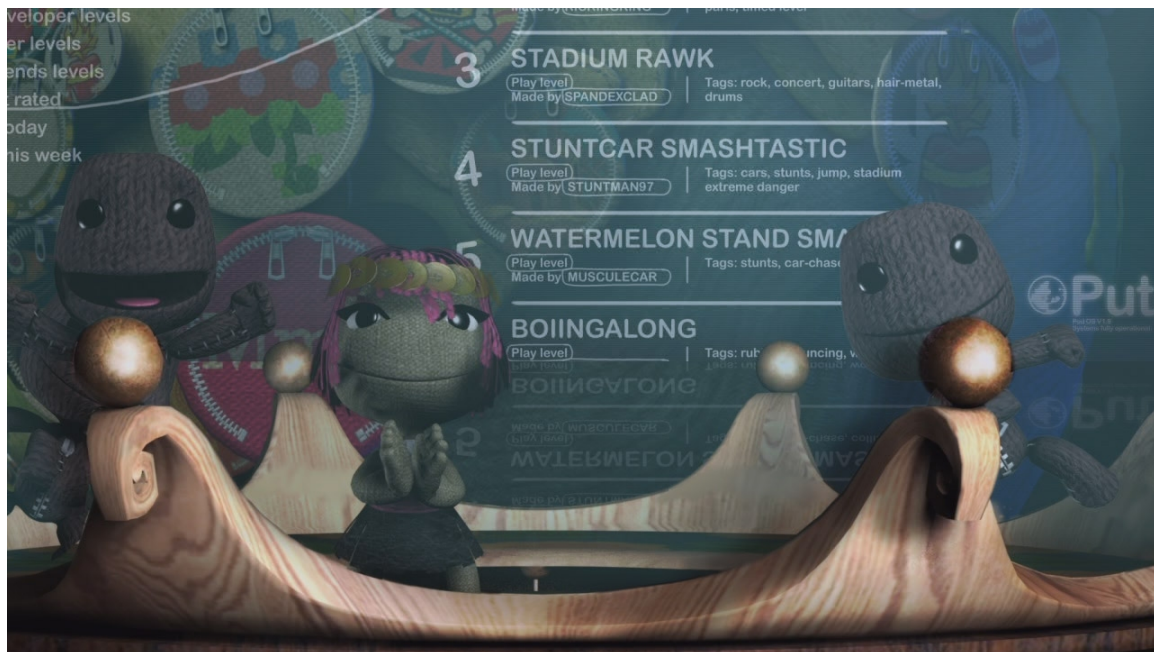
LittleBigPlanet Feature Set

Play
Your Character
- Unique, yet simple control method, allows for players to run, jump, grab and 'Act'!
- Interact with highly tactile, fully interactive physical world.
- Communicate with others via acting/emoting, USB keyboard, voice chat.

Your World
- Progress through a hefty collection of developer made levels spread over 6 world locations.
- Play the ever evolving and expanding universe of LBP community created levels.
- Hundreds of objects to collect that can be used to make your own unique creations and levels.

Co-operate and compete
- Play with friends or strangers On line or with multiple pads in the same PS3, or both!
- A whole LBP Community visible to chat, play and create with.
- A fine balance between satisfying team work, and dirty competition!
- On line High score tables to try and dominate – as teams or single player.
- Emphasis on multi player, but can be played as single player too.

Create
Use the simple in game tool (POP-IT) to create;
- Your very own unique Character and Costumes.
- Using cardboard, paint, stickers and much more to make almost anything you can imagine!
- Advanced physics engine allows for incredible tactile creations and puzzles.
- Import our own pictures via Eye Toy or other storage devices.
- Create alone, or with other players at the same time!

Share
Lot's of support for community;
- Easily add your levels to the LittleBigPlanet universe for others to enjoy!
- Build levels together with friends or Strangers!
- Navigate and search for levels with various search criteria.
- Compete in the level charts – will your level be the most popular?
- Interact with community by using photo's, messages, rate levels, share items.

Section 2
The Game World
(A look at all of the games features)

Meta Game

Overview
The game revolves around a a large Planet (a Little Big Planet!), that you view from outer space, in your 'Pod'. This is the main Hub of the game – we often refer to this as the 'Meta Game' - from your pod, you can see levels on the Planets waiting to be played, and orbiting the Planets you can see other Pods that represent the players currently on-line. The 'Pod Computer' is a front-end screen built into your Pod which overlays information on top of the view of the planets. From here you can post comments, send messages to friends, and generally track what's happening in the 'Little Big Planet' universe. This part of the experience is very key to creating and nurturing the community – think 'Flickr', 'YouTube', 'MySpace' etc etc, and you'll have an idea of what we want to achieve here.

In Your Pod
Your pod is actually constructed very much like any level you play – ie – it is physical, you can run around it, jump, decorate it, and have multiple players in there at the same time. There is a large window in the background, through which you can see the Cosmos – the main focus being either the large Planet, or a small moon.

Pod Computer
There are two main modes that a player can be in when in the Pod, either running around controlling the character, or using the 'Pod computer'.

The Pod computer is a small device that sits under the large window, and is activated by walking up to it with your character, and pressing the 'use' button. You can only use the Pod Computer if you are the owner of the Pod (or Leader) – in the case of multiple players on the same PS3, this is always Player 1.

Once a player has switched to 'Pod Computer' mode, the other players can carry on and lark around as normal, but the player using the computer now has control over various menus and options that are shown on the large screen, and it is from here that the levels are accessed, and the main community features are implemented.

The treatment of this Computer screen interface is something that we will use throughout the game for any time we need to put any screen overlay/H.U.D.

Planets
The main focus through the window is one of two Planets, and which planet is in view at any time is automatically chosen based on the kind of levels a player is looking for. A planet represents a storage device. This is where levels live, represented by badges on the surface of the planet.

The main planet, and the one that will be viewed most of the time, is the Craft Earth, this represents the main 'server', and is where all community published, and developer made levels live. All levels on this Planet are visible to anyone that goes on-line with the game. If the PS3 is disconnected from the Internet, only developer made levels on the Bluray disc are visible.

The second Planet (represented by a moon) is the one that represents your hard drive (every PS3 has one!), this is where 'work in progress' or private levels live, other people cannot access these levels unless they have been invited in, and you are there with them. Once you have constructed a level here, and are happy with it, the way to make it public, is to 'Publish' it onto the main 'Craft Earth' planet which equates to copying it from one storage device to another.

Levels

Levels are always represented on a Planet by a badge, each planet can contain varying number of badges.

Some levels are initially 'locked' (represented by a large padlock on them!) - this is so that it is possible to create a progression – within levels keys can be found that unlock other levels – and simply finishing a level will often automatically give you a key.

The 'Cloth Earth' planet (or server planet) could potentially end up with thousands of levels to choose from. To make it easy for players to find what they want, the players can set certain 'search filters':

Search Filters

Via the Pod Computer interface, the player can select from various criteria to help find levels to play, such as: newest, most played, highest rated, random, my favorites, developer levels, levels made by friends, busiest levels, levels made by player X, my creations, my private levels.

When 'my private levels' is chosen, the planet changes from the main craft earth to the player's hard-drive planet (represented by a 'craft moon')

Badges shown on the Planet as a result of a search reflect their relevance by their size – eg the more popular a level is, the bigger it appears on the Planet.

As well as this list of search Criteria, a player can enter any word they like as a tag, much like doing a Google search. The set of visible levels will be reduced to reflect the tags entered.

Free Roaming mode

Another way of finding / filtering the search results is to 'zoom in' on the earth. At any time, only a limited number of badges will be shown on the surface of a planet – somewhere around 32-64.

These represent the most relevant badges/levels for your current search filters. However, a scattering of small badges between the large ones indicate areas of the planet where there are more levels to be found. If the player wishes, he can 'zoom into' these regions, in which case the 32-odd large badge results will change to only include levels in the visible area of the planet. The player can keep zooming until there are no more levels to see.

Publishing Options & Plots

When you buy the game you are entitled to one 'plot' of land on the main Craft Earth. You don't use it however until you choose to publish one of your private creations onto the Craft Earth.

When a player publishes a level into his plot, he or she has to choose several properties of the level – for example, a description, a badge icon (chosen from his poppet inventory), a name, and a location on the Earth. The owner also adds tags to their level to help people find it – for example 'race' might be added automatically if the level contains a race object.

There will be a number of tags that have special meaning that only certain people can add to a level – for example 'Developer' or 'MM' would be one such tag; 'adult only' would be another; 'pending moderation' and so on.

Levels can also be tagged 'copyable' by their creator which means other players are allowed to take a copy of the whole level onto their private planet, to play with. This makes it easy for people to publish their own 'level templates' for others to build from.

Plots are (permanently) identified by the name of the player who owns them, and the number of the plot – normally number '1'. Players can acquire the rights to additional plots – 2,3,4 etc – but these must be earnt, by getting enough good ratings for their already published level/s . Other levels can contain links to these plots, and it will be possible to tell friends to search for your particular plot by your name and number.

The reason the plots are identified by creator name and number (rather than by level name, or level location) is because the creator can move, rename and even change the level within his plot at any time, using his pod computer.

Plots have an associated 'message board' where players can leave comments. They also have an associated high score table.

For a more details, please refer to the '**Meta game**' and '**Pod Computer**' sections in the appendices.

Entering a Level

Once you choose to play a level, your Space pod flies down to the planet, the zip opens for that level, and in you go – because there will be a maximum amount of players in a level at a time, we need to create 'instances' of the level once the maximum capacity is reached.

The transition of flying into a badge and appearing in a level is a chance to load any essential resources that level needs, and will vary in time - we may want to consider making this interesting by allowing some form of interaction (such as still moving character)

What level a player gets put into depends on some important criteria, players can't enter a game that is currently in the middle of a race for example, and there obviously has to be enough empty slots (current plan is about 8 max in a level, subject to testing) – for more details of this please refer to the '**Playing with Other People**' section.

The players appear in the level by Climbing out of a Spawn point

Leaving a Level

Players can leave a level at any time by [pressing the START button, and selecting 'Return to Pod', this will take them back up to their Pod.

Levels can also contain 'Links' (badges like on the earth), that take players directly to another level.

Some levels have a natural end to them (a '**Scoring Post'**), others don't - A Scoring Post activates a scoring sequence that tots up resources collected and scores achieved for timed challenges, this score is put into a high score table for this level. If this is the first time the player has completed this level then they may also be giving a key to the next level (if this level is part of a progression). The player/s then have the following choices;

*Replay this level

*Return to Pod

When playing with other people, either on-line, or off-line with multiple pads, leaving a game, replaying a level or using a link has other considerations to take into account, this is addressed in the section '**Playing with Other People**'.

(See the '**POP-IT/Game Play Objects'** appendices for more details on **Spawn points**, **Links** and **Scoring Post**)

Playing with other People

Overview
The Developer levels we provide with the game, serve as examples of what it is possible to make with the creative tools in the game – and we will make sure we cater for people who want to play on their own, but the real fun(and main emphasis) comes from playing with other people, and some levels (certainly user made ones) will only work as multi-player experiences.

Because it is possible to play with other people on the same PS3 AND (crucially not or!) other PS3's via network play, we need to define some terminology here, to try and not get too confused!

Local Groups
A 'Local Group' refers to one or more players that are using the same PS3. A Local Group can play off-line, or on-line with other Local Groups. A Local Group must always stay together, and play the same levels as each other. A local Group has a Leader – This is Player 1 (as defined by the Pads).

Parties
A 'Party' refers to one or more Local Groups (ie using Different PS3's), that are playing on-line, and have decided they want to stick together across multiple levels.

There are two ways to form or Join a Party, Method one caters for when you are in your Pod, method 2 caters for when you are in a level.

Forming a Party from within your Pod.
You have two options here – either go and join another person/group in their Pod, or let a person/group into your Pod.

From within the Pod Computer interface, you can set how 'open' your Pod is – ie, who you are prepared to get requests from to come join you, or how 'sociable' you are feeling. The options could be as follows;

*I/we want to be alone for now.
> No one can request to join you, and when playing levels, you will not be put in with other groups.

*I/we would like to play with friends
> Only people that have been marked as friends can request to join you, and you will only be put into levels that have friends in them.

*I/we would like to play with friends, and am open to meeting new people
> Only people that have been marked as friends can request to join you in your Pod, but you will be put into levels with other groups you might not have met before.

When a request to join your Pod is received, the leader of the group has the option to accept, decline, or view some information about the player/group, if accepted, the group get beamed in!

To join another Pod, you can select from your friends list, and send a request.

Forming a Party from within a Level.

Sometimes, you may meet people in a level, and decide you want to carry on playing with them as a party, but clearly, it would be very annoying to have to go back to Your Pod, then wait for a request from them, beam them in etc etc – you should be able to create a party quickly and simply at any point.

The leader of any local group has the option from within **POP-IT** to 'Invite into Party' – if chosen, they are then presented with a list of the other groups in the level, which they can select (an important point here is that you can't select individual people, you select other local groups), they then send the invite.

The other groups that have been invited in have the option to accept or decline via an on screen prompt (again, this can only be answered by the leader of the local group!).

Leaving a Level when part of a group

Players can leave a level at any time via their **POP-IT** interface – if you are a local group, then only the leader of a group can make this decision, all the others have no choice but to follow – this applies to the options for replaying a level, and going through a link.

If you are part of a Party that consists of more than one local group, then returning to your Pod, going through a link, or replaying a level will also take the other members of the party with you – but importantly, there should be a small amount of time in which the leaders of the individual groups have the option to not continue with this party.

Leaving a Party

When in a Party, any of the local group leaders can decide to leave the Party – this would then mean that the other local groups do not automatically follow them when they return to Pod or replay a level.

Plugging in another Pad

When playing the game, if another player plugs a Pad into the PS3, they an join in the level with you (ie join your party) at the nearest appropriate spawn point. They can choose to play from a personal profile (which is directly linked to PS3 Media bar User accounts), or as a guest. If playing as a guest, th e player assumes the same items/unlocking as the player they have joined.

For a more technical breakdown of this stuff please refer to the '**Confusing Network stuff**' appendices.

Rating

Overview

When a player has played another users space (maybe the developer levels too?), they should be able to rate the space, and leave a comment. This is an important ingredient for the community, and should try to include the kind of functionality people have come to expect from successful products such as YouTube MySpace etc wherever possible and relevant.

Automatic rating/stat collection

We can do some automatic stat collection for levels, how many times it is played being an obvious one – all contributing to the overall 'popularity'.The data collected might give us possible ways of linking/suggesting other levels to the player.

Users rating

The player should be able to rate the level in a very simple quick manner, maybe by selecting from a list ('Brilliant', 'good', 'average, poor', 'very shit' for example).

Using the information gathered from players comments/ratings, we should be able to build a network of levels that live together – if you like this level, then you might like this etc (Like Amazon does for books and DVDs etc)

Policing/Moderation

Sony have decided that pre-moderation of user created content is too expensive and implies an endorsement of content by Sony that they are not willing to give. This is great for our game - LBP will be 'post'/community moderated and so players can be sure that their posted content will quickly be available for their friends to see. To handle abuse of the system, we will have systems in place – mainly grief reporting and filtering.

Grief reporting:
- Terms of Service which all players must agree to, presented at startup. This sets out what kinds of content are acceptable to post into our game.
- A 'report this' button any user can press, for individual comments, player icons, as well as levels.
- We may wish to add grief reporting for more specific items, for example a player skin who joins your game. This can be added later as needed.
- Sony suggested that grief reporting of actual players should be made difficult (ie done outside our game from the Sony XMB) because otherwise people who lose games tend to automatically report all the winners, thus abusing the system. So the grief reporting in game is focused on **content** not on people.
- We will have to build tools for Sony's team of moderators to quickly see and review all the reported content. They will then be able to choose what action to take, including banning the content or the creator of it.

Filtering:
- It would be easy to implement filters on the game machine, possibly linked to Parental Control level, that allows screening of content that (for example) is pending moderation, or contains user-generated textures. We can implement this filtering as required – this may not be necessary in the first release.

The Physical World

Overview - "A Made universe"

The most important thing to remember with the levels that exist in **LBP**, is that they could potentially have been made by the player using **POP-IT** (See section 'M**aking Stuff; POP-IT'**), so the levels we make as developers need to be inspiring as well as fun!

The levels within LBP are made of realistically rendered 'base' materials (such as wood, sponge, polystyrene glass), fixed together with string, wire, and springs etc, these are then mixed with real world objects (such as fruit, soccer balls, teacups etc) , decorated with fabrics, textiles, craft materials and stickers - combined together to create physical playgrounds that players can run, jump and generally mess around in, with optional 'Game play' added (in the form of physical objects – see section '**Adding Game play to your Space**')

These playgrounds live within a fairly thin strip that sits within various environments – on a wall for example. The player can only interact with/create objects that live in this small strip, everything outside of is purely there to add atmosphere, and look pretty – when creating a level – players can select from preset backgrounds/environments that we have supplied – much like changing your desktop wallpaper on a personal computer.

The building blocks we give to players are only the start – in the future we can provide other objects, that allow different kinds of game rules to exist - the idea is to try and feed whatever community arises with what they are most hungry for!

Of course, we won't dump every thing on the player straight away, they need to be introduced to what is possible gradually, and the way we intend to do this by hiding the various building blocks and other collectible items in 'Eggs' – these are scattered within the levels that we make as developers of the game – some will be easy to come by, others will be hidden in tricky to get to places!

Scale

The character you control is about 10 cm high, so every day objects can be used in very interesting ways!

Themed Locations

For the first set of Developer Levels, the idea is to group them into various cultures from around the world, and theme them accordingly- these will be complimented with appropriate background environments for the levels to sit in - in addition to this, we will use stories/ myths / fairy tales from the particular cultures to inspire the characters and challenges we put into the levels.

See the '**Art and Level Design/Visual Doc'** appendices for more info.

Types of levels

Developers Levels
These are the main levels that we have made as the developers of the game – they provide the initial content for players, and would work as a single or multi player game, these will work together to give a nice feel of progression/unlocking of items, and act as a means for us to drip feed the player various creative tools/objects. They also serve the purpose of inspiring and making people aware of what they could do with a level of their own.

User Levels
These are the levels that the players make, hopefully there will be new ones popping up all the time, giving people a reason to keep checking in to see what's new. When these levels get played by others, there is a chance to 'rate' them (see section '**Rating**'), and based on this, we can determine the most popular levels.

Special Guest Levels – (these could form part of future DLC, not for 1st release)
These are a sort of cross between the developer levels, and user levels – for example, another company might wish to make a level that advertises some product/s – they could of course simply make a user level with the limitations they have, or in collaboration with us include their own background environment or special objects/music that normally only we could add as developers of the game.

Seasonal Levels – (these could form part of future DLC, not for 1st release)
This could be any of the above, but the difference being they only appear at certain times – ie Only on Fridays, or only at Christmas etc etc.

Game play in levels
The type of experience/s players can have in the afore mentioned levels break down into the following loose categories (all of these could be Developer or User made);

Race / Timed challenge.
The player has to get from Start to Finish, sometimes as fast as possible, negotiating various physics puzzles and meanies. Other Players cannot join a Level if a Race in in Progress. There can be more than one race in a level.

Scoring
If a level has a 'Scoring Post' in it, when activated, players are given a score, which is added to online high score tables, and the player can also receive a key to another level.

Gallery / Playground
This type of level/area within a level doesn't have any specific challenge, and can be thought of as a kind of 'physical website' - players may wish to simply have some pictures in there, some text, or show off the objects they have won.

Creative Zones
When standing on a special material type, the player can use POP-It to make something that will help them progress, or to solve a challenge.

Performance – (this could form part of future DLC, not for 1st release)
Players can record themselves acting out silly stories, for others to view – in this case the player entering the level simply sees the story played back to them.

Deathmatch/Arena – (this could form part of future DLC, not for 1st release)
This is similar to a gallery level, but it resets after a given amount of time, and scores are calculated based on various criteria, such as how many times you died for example. This type of level should cater for players creating teams, so we can have capture the flag type scenarios etc.

Resource/Collectibles

Overview
There are three types of collectibles that can exist in a level ;

- **Keys**
- **Resource**
- **Plastic eggs**

To collect an item ,the player simply walks over/into the object – as each item is a physical object, it can be used in cunning puzzle like way!
A player accesses anything they have won/found on their travels via the **POP-IT** interface – see the section '**POP-IT Interface**' for more details.

Keys
Collecting a key will unlock a new level on the map, when a player collects a key, any other players in the group also have the level unlocked. If the level has already been unlocked then the key can still be collected for bonus points.

Resource
Resource (currently called fluff, but this might change!) is the most common collectible, and is often quite abundant in levels. If a level contains a 'Creative Zone' then the resource you collect limits how much you can create in it. If a level contains a 'Scoreboard' then points are given for any unused resource. If a level has neither a creative zone, or a scoreboard, then it has no purpose.

Plastic Eggs
Collecting an egg will give the player who collected it (and not the others in the group!) one of many different types of objects/tools. The things that an egg can contain are as follows;

*Base resource materials
These are the basic building blocks – cardboard, wood, polystyrene, sponge and loads more!

*Pre-made Objects
Interesting objects to use with your basic materials – fruit, cogs, plastic limbs, cloth trees.....

*Interactive Pre-made Objects
More complex objects that include extra functionality, such as a Jet Pack, or a Drum Machine!

*Decorations/Stickers/Paint
Use stickers and paint to decorate yourself or your surroundings whenever you like!

*Game Play Objects
Use these to add scoring and game rules to a space you have made.

*Mechanical objects
Spinning joints, throbbing pistons, springs etc for making wacky contraptions and movement.

*A.I. mechanical objects (Sockets)
For creating your own intelligent little creations, and adding life to the place.

*Compound Objects
Modular pieces varying in complexity that make creating a level even easier!

*Background environments
These are background environments for the player to choose from when making a space.

*Character Costumes
Various characters customizations, from hair to shoes and everything in between!

Plans

Pre-made, Interactive Pre-Made, Game Play, Mechanical, A.I and compound objects are given to players in the form of PLANS, not the object itself - to actually make a physical object from these plans requires that you have enough resource – ie they have a cost, but this only applies when making things in a level on a creative zone. When you are making your own levels/objects on the moon, it is 'free' to make objects you have collected plans for. Stickers paint and decorations are always free.

Base Resource Materials

Base materials are the main 'Elements' of our universe – they can be used to make simple shapes (such as a wood ramp, and sponge circle, etc etc), from a game play point of view, they is a fairly small set of materials that have distinct physical attributes;

Metal -Very Heavy, Non Grabbable.

Wood - Heavy, non Grabbable.

Sponge – Very light, Grabbable, and Squidgy!

Cardboard – Very light, non Grabbable

Polystyrene – Very light, Grabbable.

Rubber – Heavy, non Grabbable, and Bouncy!

Glass – Medium weight, non Grabbable, very low Friction.

Creative – Medium weight, non Grabbable, and allows players to Create when standing on it!

To make the game look more interesting, there are many variations of the above – ie there are many types of wood, different spongey materials (with cool patterns) etc, but from a physical properties point of view, the all fit into one of the above types, and can be grouped together in Poppit to reflect this.
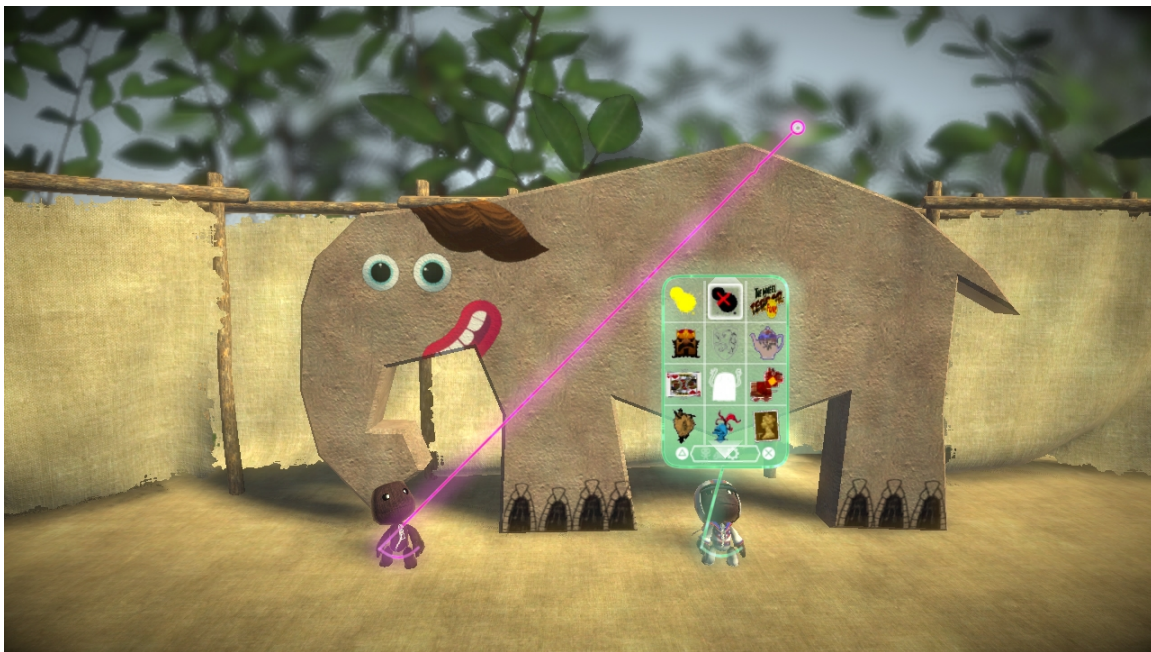
Pre-made objects

Simple Pre-made objects

These are simple objects , that don't have any function other than making a level look nice, or the shape of them presents a challenge to pass/ move around, for example, a soccer ball or an orange etc. these objects are often meshes we have authored in a separate 3d package(3ds Max). They can also be combined in creative ways, to make more interesting structures.

Some of these items come with a built in pivot, a cog for example, when stuck to a back piece, it will rotate automatically.

To make an object like this requires that you have found the 'plans' in an egg somewhere, and that you have enough resource to make it – different objects require different amounts of base resources to make them.

'Interactive' Pre-made objects

These objects have extra functionality associated with them, and require the player to enter into a different control method once they have chosen to 'interact' with them, or the object has special behavior – such as the Scoring Post(see section on '**Adding game Play to Space**').
This an an area ripe for future releases – a working physical Drum Machine would be great!

Temporary Character Enhancements

If a player collects one of these in a level, the characters control is enhanced temporarily.

*Jet pack
> This allows players to fly around in the air!

*Running shoes – (this could form part of future DLC, not for 1st release)
> These allow the player to run much faster than normal.

*Jumping Shoes – (this could form part of future DLC, not for 1st release)
> These allow the player to jump much higher than normal.

*Power Gloves – (this could form part of future DLC, not for 1st release)
> These give the player increased strength, so they can move bigger heavier objects.

Once a player has chosen to use one of these objects, they either;

*Work for a given amount of time,and when the time is up, the object returns to where it was collected from,

*They are tethered to a spot that restricts the range in which they work, moving outside of this range, will return the object back to where it came from.

Decorations/Stickers/Paint

These are purely for making things look cool, and have no effect on the physical properties of things they are stuck to, there will potentially be hundreds of these, and include things such as little flowers, feathers, buttons, themed stickers, hairy stuff, sequins, etc etc. A player can use these at any time, and is not restricted to using them in Creative Zones.

Compound Objects

Because of the building block nature of the creative tools in the game, it is possible to combine the various building blocks to make more complex objects – for example, you could use various base materials glued together, with an spinning orange on top – this is what we call a compound object – these can be found in Eggs like anything else, and also made by players and put into eggs (via **POP-IT**), for other people to win!

Making Spaces Dynamic

Overview

With the basic materials, and pre-made objects, we have the means to basically pile up objects, and create fairly static playgrounds – if we introduce the idea of being able to connect things together, with glue, bolts, motors, string etc, then we can start to create more elaborate situations, such as see saws, moving lifts ,spinning cogs – even complicated contraptions with switches and levers!

These items are accessed through **POP-IT**, like any other objects you put into the scene and can also be 'tweaked' to adjust values, such as how fast a bolt spins.

I imagine that this category of objects could easily expand in the future – an obvious option for down loadable content, but for now, here's an initial list that we feel isn't too ambitious, yet allows for a lot of possibility's for the imagination to run wild with;

Bolts
Bolts equate to simple pivot and are for bolting two objects together, for making a simple see saw for example.

Sprung Bolts
Like bolts, except they try and return to a default rotation with springy force.

Motorized Bolts
Like bolts, except they can rotate in various ways, for creating a spinning wheel for exmaple.

String
This has two ends, that can be attached to separate objects, it cannot stretch to become longer, but can contract to become shorter (ie scrunch up!).

Chains
These have two ends, that can be attached to separate objects, and are just like string, except they animate (become shorter and longer) – great for lifts that go up and down etc.

Elastic
Just like string, except it can stretch to be longer as well as scrunch up and become shorter.

Springs
Springs are like elastic, except they will try and resolve back to their default length when shorter with elastic force.

Rods
Rods are like string, except they have a fixed length, so cannot become shorter (like a real rod!).

Pistons
These like rods, except they can animate in and out.(like a real piston!)

Glue
This gives the player an easy way of sticking objects together to make large elaborate structures – and unlike bolts, once something is glued, it is rigidly stuck.

Switches
Switches can be attached to most of the previous objects, and used by a player to control/override how they animate – this allows elaborate vehicles to be made for example – switches can also to be attached to some other objects in the world, such as a small light, to control it off or on.

See the **'POP-IT/Making spaces more Dynamic'** appendices for more details.

Adding life to a Space

Overview

Everything we have mentioned so far allows the player to make fairly complex clockwork mechanisms, and interesting physical playgrounds, but no world is complete without a little intelligent life, and LittleBigPlanet intends to cater for that in a very cool way!

With the tools already covered in previous sections, it is possible to make little creature that will move around the world – much like little clockwork mechanisms, decorated up to look like a rabbit for example.

For something that seems a little more intelligent though, sticking with our building block mentality, rather than supply the player with a set of pre-made creatures, we supply components for making creatures – or Sockets!

Sockets

Sockets are little mechanical devices that have some A.I built in, tweakable by the player, and can be attached to base materials and other building blocks to make all manner of creatures, they come in three sizes; small, medium and large - the larger it is the more weight it can carry.

Socket itself will not harm the player – but you can attach a lethal base material to it that will – this means that the player isn't forced to make nasty creatures – they can make friendly helpful ones too!

By 'tweaking' the Socket object, you can alter it's AI routine, for example;

*My Speed(slow....fast)
*I will try to follow the player/I will run away from the player/I will ignore the player
*Can I jump? Yes/No
*I will Change Direction (When I hit a wall/When I encounter a large drop)

Adding Game play to a space.

Overview

Using the various building blocks the player has, we can make physical playgrounds, with moving parts, and even A.I characters that run around, these spaces are fun to run around, and generally mess about it, but introduce some game play rules, objectives, scores, and prizes and we have something that resembles a game! - We also want to focus on making Co-Op play as much fun as possible!

Reward Eggs

As Developers , we use Reward eggs to gradually give the players more things to play with – but a user can put Eggs into their own levels too, and they can contain objects that the player has made!

For details on how a player puts an object in to an egg, refer to the '**POP-IT**' appendices.

Creative Challenges

Because of the emphasis of being creative and building things in the game, it would be silly not to have this as part of the game play of normal levels, so there are a couple of ways this can be incorporated.

The simplest way is to simply have a creative Zone in the level, and provide the player with enough resources, so that they can build whatever they want to help progress past a particular obstacle /challenge – for example, a creative zone next to a large gap implies that the player needs to make a bridge, or a creative zone before a large ramp, with a start flag, implies that the player should build something that is going to get him to the finish flag faster than his little feet could manage! The point about this type of challenge is that the thing created doesn't get judged, it's more a case of whether it works or not!

Another creative challenge type would be one where the player actually gets judged on the thing that is being created, it must reach certain criteria before the player can progress. This kind of challenge would need some instructions to the player as to what they must achieve – such as 'Make a Giant Robot Girlfriend for me' or 'Paint my house blue'. **– (these could form part of future DLC, not for 1st release)**

'**Misc/Creative challenges**' appendices for more details.

Resource Molecules

Resource molecules can be placed in a level for collection, these are needed if a player is to do any building in a level. Building in a level is only possible when standing on a Creative Zone.

If a level contains a Scoring Post – which ends a level, any Resource collected in a level and not used for building in that level are added to the final score.

When there are two or more players in a level – all resources go into a common pot – this is to reduce any HUD nightmare, and also make sure that any creative building challenges aren't made more awkward than they need to be (sometimes all of one resource might be need to make one particular shape for example), the score achieved is also a team score.

To keep the spirit of competition though, if there is a Scoring Post in the Level, when it is activated, players are given credit based on how well they personally did in the level (how much they collected, how fast they were etc) and the best player has a glory moment where he can show off some acting skills!

Game play Objects

These are physical objects, placed in the world the same as any other pre-made object – they are are optional, a player can make a space that is purely a playground with no objectives if they like.

Race Kit

A start and finish flag, for putting a timed challenge into a space.

Spawn Points

A place for players to re-appear if they get destroyed/die.

Scoring Post

This object triggers of a scoring sequence based on resources collected and times achieved with race Kits.(See below!)

See the **'Game Play Objects'** appendices for more details.

Scoring

Currently, the only way to get a 'score' in a level is if it has a 'Scoring Post' – this may change in the future, maybe with the introduction of some Game Play objects that enable death match type arenas for example, but for our First release, Scoring Posts are our means of scoring!

If a level doesn't contain a Scoring Post, then there is no high score table for that level, and to leave the level, the player must choose to do so – via a link, or by returning to the Pod.

We want to encourage co-operative play with the scoring in LBP - when playing in a group, there is a collective score, things that contribute towards this are Resources collected, Times achieved in Races, and some bonuses (such as 'never died' bonus for example)- so working as a team becomes all important – resource collected also go into a Common Pot.

To activate the scoring sequence, all players need to be standing in front of it – we then enter a sequence that shows the various equations that make up the final score, the final score is displayed, and it's position in the high score table for that level is shown. The players can now return to the Pod, or choose to replay the same level.

The best player of the level is given slightly special treatment – the camera might zoom in, and give time for a glory move for example.

High Score Tables

By adding a Scoring Post to a Space, you also automatically add a high score table for that level – if the level is published, and other players are playing it online, they can add to an online high score table for that level.

Developer levels, and personal levels will also have off line high score tables, if for some reason you don't want to go on line!

For a detailed breakdown please refer to the **'Misc/Scoring'** appendices.

Camera

We want to limit the camera zooming when playing with other players, but when editing a level we will want to zoom out a lot further to assess a larger creation.

(The camera design is currently under review.......)

Player Character

Overview

The character you control starts life as a plain 'customizable' doll with button eyes, essentially naked (but sexless!), there is a huge emphasis on the player customizing the character, and this is probably what what most players will want to do when first playing the game. As the player progresses through the game, more and more options become available – many costumes to find, different types of eyes, teeth, jewelery etc etc.

Character Control

The control of the character is very much like that in traditional platform games – with some not so traditional extra skills – the main skills are running, jumping, grabbing....and acting!

Running and jumping is as you would expect – press stick left to go left, press stick right to go right, pressing 'X' will make your character jump, the player has some control over making the character into the screen also...........

Grabbing is achieved by holding R1 or right stick – players can grab some items in the world, or other characters. Items can only be grabbed in the world if they are made from certain base materials (Sponge, Polystyrene, Chi Block, Cardboard). Other items can be grabbed if they are small enough, and some pre-made objects will be marked as grabbable.

Acting is achieved by holding in the R2 and L2 buttons, and then using the sticks to control his arms, the head can be tilted via the six axis tilt control, and expression changed via the D-Pad – what the arms do varies depending on the expression, and there are slso some hidden gestures, such as slapping.

For a more thorough breakdown of the character control, see the '**Character Control**' appendices.

Death and failure

To add to the comedy factor of the game, it is possible for your character to get temporarily stunned, or totally destroyed, but in true Tex avery style, the characters come bouncing back for more – spawn points are places that characters can re spawn.

There are three main tools for making deadly parts in a level, to use one, you select the tool, and can then apply it to any material/object in the world – the options are as follows;

• Make it burning hot! - One touch will make the character jump with pain – a second touch within a short space of time will finish him off.

• Electrify it! - This is instant death!

• Make it super freezing! - The character can stand touching it for a few seconds, but any longer and the character becomes a large ice cube.

The player cannot be harmed by these when editing a level.

POP-IT

(**P**ortable **O**rganizer, **P**ublisher,**I**nventory & **T**oolbox)
This is an menu that lives inside your character, and can be called upon anytime – it is basically a quick menu, that allows you to access your stash of materials and objects – this means that when playing multi player, players can be accessing their own menu systems at the same time.

This aspect of the character control is a huge part of the LittleBigPlanet experience!

For more information of what is possible with **POP-IT**, see the section ' **Making Stuff ;POP-IT** '

Character Customization

Customizing your character is achieved through the **POP-IT** Interface, there are various things you can alter with your avatar – here's a breakdown of the things you can mess with;

Base Material

This is the bottom layer of your character, his 'skin' – you can choose from many fabrics that you collect throughout the game.

Complete Outfits

These are an entire costume, the type of thing you might expect to hire from a fancy dress shop for example ,Cowboy/Cowgirl, Evil Knievel, Karate suit, Ninja costume, Pirate outfit etc – These costumes are split into separate pieces, so that the player can easily mix and match to make their own fashion statement!

Blank Items of Clothing

These are major clothing items, such as a hat, t-shirt, trousers etc, that are very obviously blank (plain white?), and are simply screaming out to be painted, stickered, and decorated.

Accessories/Separate Items

This is any thing that doesn't form an entire costume, but does have an obvious place it should go on the character for example Ear muffs, Head Boppers , Trousers, Gold chain, Bracelet, Noses, Ears, Wigs, Beards, Eyes, Mouths etc etc

Decorations/Stickers Paint

These are things like sequins, buttons, feathers etc, that the player can position on themselves wherever they like, or even on the surrounding environment's.

User created Costumes

Once a player has created his look, via a mixture of costume bits, decorations etc, they can save it to **POP-IT** as an outfit that can be retrieved easily at a later date – there will be a maximum number of costumes that a player can hold in **POP-IT,** but this is yet to be decided.

Voice – (these could form part of future DLC, not for 1st release)

We want to support voice chat in the game, and it seems obvious that when you speak it should come from your characters mouth – but why not let what your voice sounds like be customizable too! We should be able to use various effect here – for example, pitch shift, vocoder etc etc.

If a player doesn't have a microphone, we may want to cater for having character noises that could be chosen from a list of styles too.

Expressions – (these could form part of future DLC, not for 1st release)

It would be nice to customize the characters 'base' expression(from pre-sets) – the player would still choose between happy, sad etc on d-pad, bit these could be layered on to the base expression.

Making Stuff ; POP-IT
(**P**ortable **O**rganizer, **P**ublisher,**I**nventory & **T**oolbox)

Overview

POP-IT is the players ticket to a whole world of creativity and construction fun! With the character control, a single button press brings up this simple thought bubble type interface, it comes out of the player characters body zip, the player then has access to lot's of exciting creative tools/objects – these are collected by playing levels. The Levels we as developers make for the initial release of the game will be our means of drip feeding the essential tools/objects to the player – other objects, that the community make for example, will come as levels get added to the main 'Craft Earth'.

Using POP-IT, the player has the opportunity to paint, place stickers and decorations, create objects from familiar materials such as wood, cardboard, polystyrene and many many more - create costumes, objects and entire levels, they can do this alone, or with other people at the same time.

Where can POP-IT be used?

When in a level, there are two possible modes that you can be in;

Edit Mode

This mode is for making levels/creations etc that you want to keep, POP-IT can be used anywhere, the player can use any tools, object plans etc that have been collected by playing other levels. There are also some extra controls/tools unique to this mode that appear in POP-IT – such as adding Creative Zones, choosing a background, or being able to undo! The player isn't restricted by resource in this mode – everything is free. There is a restriction of how much can be put into a level based on memory and frame rate though – this is presented to the user in the form of a thermometer at the side of the screen that changes as you build your scene – reach max temp and you can add no more!

Play Mode

This is the normal game mode of playing other peoples levels (or testing your own), and in this mode POP-IT has some crucial limitations that lend themselves to some nice game play opportunities/puzzles.

• Stickers, Paint, Decorations and any Character customization can be used without restriction.
• All other POP-IT tools and items can only be used when standing on a Creative Zone.
• Most objects/materials have a cost – you need to have collected enough Resource to make them.
• Some objects already existing in a level can be moved (but not deleted or scaled) using POP-IT – these glow when you step onto a creative Zone.
• Some objects are forbidden/hidden in Play mode – such as adding Race Kit and making more creative zones – as this would really confuse things!

Players can obviously play levels they have created themselves on the Personal Moon in either of these two modes – but for levels on the Craft Earth, Play mode is the norm – levels can have the option of being Copyable once completed – so a player could copy it to the moon, and then edit a copy of it.

What can I do with POP-IT?

When you first open POP-IT, there is a top level menu ;

• Character – For costume items and character customizations.
• Goodies Bag – For stickers,paint,decorations,base materials, tools, and other misc objects.
• Select/Tweak Tool – This gives player a cursor he can use to select an item already in the scene.
• Special Options – For saving a level in Edit mode, and other misc options.

Beyond this first level of menu, the things you can do/make with POP-it are represented by icons arranged on a series of pages, the player navigates using D-Pad, and uses X to select an icon.

The player can choose to arrange these icons based on various criteria such as theme, newest etc.

Character Customization
 Mix and match various costume items, base skin materials that have been found by playing other levels, there are literally hundreds of thousands of combinations/looks that are possible.

Placing Stickers
Placing stickers in the world is very simple – just move it around, and press X button to stamp down – stickers are free, so can be placed wherever and when ever you like. They do not work however if you try and stamp them in the background environment. Stickers can be flipped, scaled, and rotated.

Painting
You can select from a pallet of colours , and simply draw with the X button onto most surfaces. The thickness of the brush can be controlled by the pressure applied to the X button.

Placing Decorations
Placing decorations is the same as placing stickers – and be be stuck to most surfaces. These cab be flipped and rotated, but not scaled.

Using Base Materials
These are placed in the world in the form of simple primitives – the shapes are stamped into the world with the X button, and can be overlapped to create more complex shapes. Base Materials can be flipped, scaled, and rotated – they can also be moved in and out of the screen within the editable area, and thickness can be controlled.

Placing Pre-Made objects
These are placed in a manner similar to the base materials, except you cannot scale them, they can also be overlapped with base materials to embed them into things.

Adding Music
Music is put into levels in the form of 'Music objects' – again, physical objects that are placed with POPPIT – there is a separate object for each piece of music in the game, and these can be tweaked to at least adjust the volume – some pieces of music allow separate tracks to be adjusted (drums, bass etc). Multiple Music objects can be placed in a level, and the game intelligently mixes between them as the players are near to them.

Placing Connectors such as bolts, string, springs etc
These are similar to placing decorations in how you position them, but they do clever things like attaching objects to other objects etc

Using Game play Objects
From here you can place scoreboards, race start and finish flags etc. you can also place resource molecules for players to collect when they play your level.

Changing Background environments
The default background of a new level is very plain, but there is the option of choosing from preset backgrounds that have been won/found – this allows the player to very easily flick between different environments that the level sits in such as a desert, garden, graveyard etc etc, and instantly adds atmosphere and ambiance. They come in three sizes – small, medium, and large.

Adding objects to POP-IT
When the player makes an object, it can be 'captured' and remembered in **POP-IT** in the form of plans, and the amount of resource that was used to make the object is what that object would cost to make in PLAY mode.   These plans can also be sent to friends, or placed into eggs and used as presents in a players own level.

Taking Pictures
The player can takes pictures (screen shots) and save them, send them to friends etc. It is also possible to put objects into a level that automatically take a picture as players pass by – like the cameras you get on roller coasters that catch people mid terror!

Pausing and Rewinding

The player needs to be able to test what other players will experience when they enter – what happens when they push this pile over? Is this jump too hard? And sometimes, making a particular structure could be just damn right annoying, unless, we give them the power to freeze time!

It is essential to let the players undo mistakes as well – undoing, or better still, being able to rewind, like a video machine, would be fantastic, but probably a little technically challenging.....and probably not possible, but being able to revert to a previous state – ie undo is essential.

Importing Stuff

We want the players to really add that personal touch – so being able to import their own pictures is a real must – we plan to support importing of pictures from the hard drive/memory stick, and via Eye Toy – this functionality could be a post first release thing though – as we will be supplying a huge selection of stickers to get people going!

Altering Cameras/Lighting

The player can control the camera movement and lighting of their level to a limited extent, by placing special physical objects into their level. These objects have simple tweak menus, tweakable with pop-it, that allow the user to (at least) control the time of day, and influence the focus of the camera

Saving

The player gets to choose where they want to save the level on the Moon, they can choose a name, a description, icon etc.

Publishing Levels

Once a player has made a level that he feels needs to be shared with the community, it can be 'published', which involves choosing level from the moon, and copying it to an available slot on the planet, making it available for all other LBP players to come and experience. Once published, the space will start getting rated by all that visit, combined with the amount of traffic the space has, we can deduce how popular it is, and calculate it's rating. This functionality is achieved from within the Pod though, not through POP-IT.

Before a players level is published, although it lives on the Hard Drive, other players are able to be invited in , and help create a master piece, before publishing it on Craft Earth.

Tutorials

Although we want to make the game as simple and accessible as possible, some kind of tutorials will still be essential for players to fully understand the subtle points – especially to help show what is possible with POP-IT.

There are two ways we are tackling this;

*   Magic Mouths! - These are a 'mouth' objects you place using POPPIT, much like placing a decoration, that can then be 'tweaked' to enter a small piece of text – when a player is near enough to one in a level, the text is displayed as a speech bubble. This is an easy way for us to have 'made' characters teaching the player how to jump , grab etc etc, and also create a very simple way for creators to add a story to the level.

*   Have a series of Videos (lot's of room on a BluRay!), that are triggered at the approprate time, of someone actually playing game and   using key features,with a voice over. These can be accessed via the Pod Computer, and most importantly, we could get Sony to help out!

See the '**POP-IT**' appendices for more details.

Section 3
Appendices
(Links to more detailed/Technical designs)

Appendices/Links

Meta game
Alex's Meta Game Notes

Pod Computer
The Pod Computer Interface

Confusing Network stuff
Joining a game
Network Breakup
Network Plan with time
Network Plan
Network Usage

Base Resource Materials
Base Resource Materials

Character Control
Character Control
Comedy Death Ideas

POP-IT
POP-IT General Overview
Mechanical Bits
Game Play Objects

Art and Level Design
Art_Technical_Guide
Art Style Guide

Music and Sounds Effects
Old Music and Sound Stuff Marcos Wrote about year ago!
Kenny's new Exciting stuff!

Misc Stuff
Walk Through
Creative Challenges
Scoring and Challenges
Plan for initial Developer Levels